

The Seventh Pacific Rim International Conference  
on Artificial Intelligence, 2002

**Workshop 3**

International Workshop on  
**Lifelike Animated Agents**  
Tools, Affective Functions, and Applications

Chair: Helmut Prendinger

August 19  
Tokyo, Japan

The Seventh Pacific Rim International Conference on Artificial Intelligence, 2002

Proceedings of the International Workshop on

# **Lifelike Animated Agents Tools, Affective Functions, and Applications**

National Center of Sciences, Tokyo, Japan

August 19, 2002

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**This workshop is generously sponsored by the  
Research Grant (1999-2003) for the Future Program  
("Mirai Kaitaku" No. JSPS-RFTF99P01402)  
from the Japanese Society for the Promotion of Science (JSPS).**

# Preface

Lifelike animated agents are one of the most exciting technologies for human-computer interface applications. They convincingly take the roles of virtual presenters, synthetic actors and sales personas, teammates and tutors. A common characteristic underlying their believability as conversational characters are computational models that provide them with affective functions such as synthetic emotions and personalities, and implement human interactive behavior or presentation skills.

The workshop aims to bring together researchers and practitioners of lifelike animated agents to discuss applications of synthetic characters, ranging from product presentation and tutoring to interactive gaming. The success of most animated agent systems today heavily relies on the careful crafting of their designers. The wide dissemination of animated agents in interactive systems, however, will greatly depend on the availability of tools that facilitate scripting of intelligent lifelike behavior. The affordances for putting animated agents to work are manifold, including the control of one or multiple agents and the implementation of agents' affective behavior and competence. To this end, the workshop—besides assessing the state of the art—strives to identify key problems and solutions in authoring animated agents with believable behavior.

The workshop is organized to discuss the following issues:

- Assessment of the state of the art of frameworks for lifelike animated agents and interactive agent behavior, models for affective behavior;
- Scripting tools for controlling interactive agents, tools to facilitate knowledge engineering of agents' affective and competence models;
- Evaluation of systems, usability of systems and tools.

For further information, please visit the workshop website:

<http://www.miv.t.u-tokyo.ac.jp/~helmut/pricai02-agents-ws.html>

*Helmut Prendinger*  
*Tokyo, August, 2002*

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